ABSTRACT

A three-dimension image processing apparatus includes a
CPU. When the CPU detects by collision determination that another
object, e.g., a wall, is existent between an operable object and a
5   camera, it calculates such a moving angle of the camera that an eye of
the camera to the operable object is not obstructed by the other
object. The camera is moved in accordance with the moving angle to
a position where the operable object and the other object existing in a
photographed three-dimensional space are displayed on a display.

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